COMIC SHOP NEWS

1203

BRIGHTEST DAY™ CHECKLIST PART 2

JULY 2010

- ◯ BRIGHTEST DAY #5
- ◯ BRIGHTEST DAY #6
- ◯ JUSTICE LEAGUE: GENERATION LOST #5
- ◯ JUSTICE LEAGUE: GENERATION LOST #6
- ◯ GREEN LANTERN #56
- ◯ GREEN LANTERN CORPS #50
- ◯ THE FLASH #4
- ◯ JUSTICE LEAGUE OF AMERICA #47
- ◯ JUSTICE SOCIETY OF AMERICA #41
- ◯ TITANS #25
- ◯ BIRDS OF PREY #3
- ◯ GREEN ARROW #2

AUGUST 2010

- ◯ BRIGHTEST DAY #7
- ◯ BRIGHTEST DAY #8
- ◯ JUSTICE LEAGUE: GENERATION LOST #7
- ◯ JUSTICE LEAGUE: GENERATION LOST #8
- ◯ GREEN LANTERN #57
- ◯ GREEN LANTERN CORPS #51
- ◯ GREEN LANTERN: EMERALD WARRIORS #1
- ◯ THE FLASH #5
- ◯ JUSTICE LEAGUE OF AMERICA #48
- ◯ JUSTICE SOCIETY OF AMERICA #42
- ◯ TITANS #26
- ◯ BIRDS OF PREY #4
- ◯ GREEN ARROW #3

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Crash of Two Worlds

Sam's convinced his life can't get much worse: he has a dead-end job he detests, a boss he can't stand, and a girlfriend with whom he's increasingly convinced he has nothing in common. How could life be worse than that?

Well, an avian flu outbreak could kill millions; a dirty bomb could destroy Seattle; and the nation could descend to virtual chaos, that's how.

Problem is, that's Sam's world, too.

In *Matt Kindt's* ***Revolver,*** Sam is a man living in two worlds—and every time he goes to sleep, he wakes up in the other world. And after a while, he becomes aware that there's a constant between the two worlds that can undo the damage... if he can just find it.

Revolver is an amazingly complex original graphic novel that works on multiple levels—and unlike many graphic novels, each re-reading of ***Revolver*** reveals more layers and levels. Kindt explained how the graphic novel came about, and how the shocking events of 9/11 were *not* the inspiration for this graphic novel.

"The germ of the idea came around 2008," the writer/artist said. "I think there are a few images in the book that echo some 9/11 themes but truthfully I purposely tried to not make it 'a 9/11 book.' I've kind of been obsessed with the idea of what it would be like at the end of the world—since I saw ***Planet of the Apes*** as a kid—so in a way, the echoes of 9/11 in the book are probably because we got a real glimpse of imagery that we'd end up seeing if the world fell apart. "

The book works on multiple levels, obviously–not only in terms of the two worlds in which Sam lives, but also the dual meanings of the title (which become clear as the tale develops.). Characters take on multiple meanings, playing different roles in the two worlds. How much planning went into this initially, and how much of it had to be reworked and refocused as the story developed? "Well, I don't really do much reworking," Kindt said. "My process usually involves a few weeks of an almost meditative process—just thinking about the story and the characters and the moments—if there's reworking, it usually just happens in my head. And then I just start plotting it out in the form of thumbnails. With all of my books—and ***Revolver*** isn't an exception—I will thumbnail out every page of the book first. Just small layouts for every page with notes to the side for some dialogue and script ideas. I'll sometimes add a page or shift things around slightly but after that it's pretty much figured out.

"I think the part that I struggled with the most was getting a handle on the antagonist of the book. He changed quite a bit, in look and character before I figured out what he was going to do and be."

Kindt packs a lot of ironic foreshadowing into ***Revolver,*** much of it seems structured to remind the reader that the most seemingly insignificant or meaningless events in our mundane lives could, in other situations, be more pivotal and significant than we could dream. Is that a central theme of ***Revolver?*** "Definitely. There are so many pivotal events in history and personal histories that hinge on some large, but mostly small, events. I'm a huge fan of time travel as an idea and as it's own genre of fiction. But the thing about it that fascinates me is that whole 'butterfly effect' where a small action has huge consequences. So when you're walking down the street or driving and someone cuts you off, you give someone the finger or cut them off, and they end up going home pissed and doing something else horrible because they're angry and it's just this big ripple effect. But it works the other way as well—do something positive and it will ripple in the same way."

Rather than devote an equal amount of time to both worlds in which Sam lives, Kindt gradually focuses on the chaotic post-apocalyptic world in which Sam gradually learns who he really is. Why does this world have more appeal? "Well, I've always been a fan of 'end of the world' scenarios—that whole ***Planet of the Apes*** thing, remember?—and it planted that seed In me. And from a purely artistic stand point it's more fun to draw. But really, we all know the 'normal' world to some degree. Who hasn't had a horrible or boring job at some point? It's common experience that most of us share. So that's really the jumping- off point. It's what you end up doing in that other world that's different. How do we react to the unknown and the risky?

" It's easy for me to see it now, but I had to get kicked out of my last 'day job' to get here. I was laid off seven years ago and sort of took that as my chance to do what I'm doing now full-time. I was way too scared to just quit a good job with benefits and leap into doing comics full-time. And it was stressful—figuring out health insurance and where the money was going to come from and having a new-born daughter. It was *crazy*! So what happens is you either start freaking out about bills and money or you kind of snap and realize that you've just got to start enjoying life. Do what you can and let the stuff you can't control worry about itself."

In this post-apocalyptic world, violence is brutal and harsh; Kindt avoid the almost hypnotic allure of cinematic and comic book violence in order to play up that ugliness. "That's probably because I *enjoy* the hypnotic allure of cinematic and comic book violence," Kindt said. "I do. I'm not sure why—probably for the same reason I played 'war' as soon as I was able to pretend a stick was a gun. But as a creator, that sort of stylized violence is really off-putting. The very little real violence I've seen has always been terrible and sickening. So when I'm writing a story with that in it, I'm always trying to convey that feeling—to keep the violence from seeming 'cool'—but rather serve the story and the characters."

Revolver also seems to reflect a certain cynicism regarding love. In the mundane world, Maria seems well suited for Sam, but he becomes increasingly dissatisfied with their relationship. In the post-apocalyptic world, Sam's boss Jan initially seems to be a barrier in his life, but in the other world she becomes not his partner in every sense of the word. Is there a broader statement about love and relationships that Kindt is making here? "I'm definitely *not* a cynic when it comes to love. What I think is cynical in the book, though, is the love that the characters have for 'stuff.' It's really the heart of the problem between Sam and his girlfriend, Maria.

"With Sam and Jan, what happens is that all of that extra stuff that surrounds us every day is just stripped away. I guess my broader statement if there is one there, is that there are lots of different kinds of love out there—some good and some not so great.

"I think everyone should have to live for a year with $5 in their bank account and then see what is important to them. What do you own that you don't think you can part with? What do you spend your time doing? If you have $5 to your name, those priorities tend to shift."

Revolver is more than a little reminiscent of the works of acclaimed SF author *Philip K. Dick.* Is Kindt familiar with Dick's work, or is the thematic and structural similarity just coincidence? "*Philip K. Dick* is probably one of my most important influences," Kindt said. "I read most of his books in my twenties and have since saved a few so that I'll always have a couple books of his to look forward to. Thematically I think ***Revolver*** has been the first book that was influenced by PKD and his idea of what's real and what's not that pervades everyone of his books.

"But I really was attracted to this idea of not only 'what is real' as far as reality of this world or that—but what is a real love? What is a real personality? What is your real 'you'?

"Besides that, the thing I most love about PKD is this feeling that I get from his books that he has put every single

...be better!
When this started, I used to be able to remember the change. It started with a end-of-the-world day and then it'd go back to normal.
Now I can't remember. Are the days alternating? Good day, bad day? Or are they happening at the same time?

It can't be simultaneous. I used the good day to find that boat... so good days come first.
And I dread 11:11 now.
I dread it.
And look forward to the escape.

Courtesy your friendly neighborhood comics outlet!

idea he can come up with into that book. It's like he made a list of all of the interesting ideas he could come up with and then weaved them all into one narrative. That's sort of been my artistic model since I can remember."

The concept of parallel worlds is popular now, with *Lost*, *Fringe*, and *Flash Forward* all playing with the concept. What made parallel realities appealing to Kindt? Was he influenced by earlier parallel realities works such as *Jorge Luis Borges'* "Garden of Forking Paths? "It was an idea I'd been kicking around with a friend of mine, but wasn't sure what to do with it," Kindt said. "There's been a lot of that in books and movies forever —***Sliding Doors*** and that kind of thing—but nothing that really struck me. I wrote this a couple years before ***Lost*** started doing that, and now it's crazy to see it unfolding like it is. I guess it's a new sub-genre I'm a fan of.

"But yeah, Borges' 'Garden of Forking Paths' and pretty much all of 'ficciones' just blows me away. Again, he's an even more pure version of PKD – his stories are just pure ideas and concepts but without the sci-fi genre trappings.

"What's tricky, I think, is it's easy to use that concept to sort of show how the wrong or right choices make this difference in your life. But usually the way the choice is presented—the two options—it's a pretty easy choice if you can see both sides. So at the end of ***Revolver,*** I wanted Sam to be making this choice that *wasn't* necessarily easy or obvious."

Kindt's fascination with popular culture imagery plays a part in ***Revolver*** as well; in fact, he makes the pop-psychology message of the enigmatic PK Verve a major part of the book, as well as ***The Beast With 1000 Faces***. What were his real-world influences for these pop-culture images, and how did they become such a major part of the story? "Verve is sort of a mash-up of *Philip K. Dick* (and all of his villainous characters) along with a dash of *Osama bin Laden* and a real-life 'nemesis.' I also love the ideas of stories within stories, and having that sci-fi book as a link between Sam and Verve.

"I did a lot of research on motivational speaking to get Verve's presentations just right. That stuff I think is just kind of funny—it's all really common-sense stuff distilled into catch phrases, and I liked the irony of Sam having this crazy personal problem and going to a self-help guru for help."

While ***Revolver*** demonstrates a mistrustful, almost conspiratorial view of government, Kindt doesn't intend that to serve as a criticism of any specific real-world governmental agencies or actions. " If there's one thing I can't stand in works of fiction, it's real-world politics, so I'll try to avoid any of my real views here. The thing is, in politics, you either agree with the view or you don't—there's rarely a middle ground.

"At then end of the day, I want to tell a story that is entertaining, involving, and makes you maybe think differently about something, but *not* in a political way. What I *will* say is that as soon as you get more than two people together, someone's interests aren't going to be looked out for. The government is a big, easy target to use as an element of paranoia for the characters. But at the end of the day, there's good and bad in everyone and everything."

One of ***Revolver's*** most crucial sequences quite literally breaks out of the graphic novel: it appears as a "marginalia sequence" that is presented outside the panel borders of the core tale. How did Kindt come up with this storytelling approach? "That sequence in the book was one of those where I want to do two things—tell the story in an entertaining way but also use the medium of graphic novels to it's full advantage... to do something that you can't do in movies or TV or prose. Comics is a brilliant format to work in and I love being able to use it like that. It's a visual subplot and behind-the-scenes moment and big reveal that just needed to look and work differently."

Another structural element that Kindt utilizes is a "running crawl" across the bottom of each page that serves as an indicator of the page number... but it's much, much more than that. "There are two or three subplots hidden in that text scroll at the bottom that really start to gel at page 76," Kindt said. "There is an entire back story to the book that I came up with that just doesn't have a place in the main narrative but definitely fills in some interesting bits."

Does Kindt ever contemplate how Sam's other-world lives might be perceived by those in each of the two worlds in which he finds himself? Would Sam be seen as a scheming, manipulative, delusional psychopath who believes that he exists in another "imaginary" world? "I guess I don't think about Sam too much—but I know that every day you could probably say the same thing about me," Kindt joked. "I can't drive down the highway without thinking about what would happen if I jerked the wheel hard to the right off the road going seventy miles per hour. How many times would the car flip? Or taking a baseball bat to the produce section at an abandoned grocery store. I think everyone sort of has these internal double-lives... or I'm crazy."

Crazy? Not so much. A gifted storyteller with a distinctive creative voice? Most definitely—as you can discover for yourself on July 14th when ***Revolver,*** an original Vertigo graphic novel priced at $24.99, is scheduled for release.

by Cliff Biggers

I don't know which is worse. Driving home and wondering who hates me more, Maria or her parents...
...kill you...!
La Casa Grande
MOTEL
CABLE TV
Or standing guard over her and waiting for rapists and looters.

This is worse. I think...
But strangely, it seems better too.
Like more's at stake. People are changing.
for the better.
I remember the first time I kissed Maria. We had been sitting and talking in the car for hours.
It must have been four in the morning.

COMIC SHOP NEWS
Published weekly since 1987 by Comic Shop News, Inc.
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BY STAN LEE & LARRY LIEBER
AND IN ALL THE EXCITEMENT, NO ONE NOTICED WHERE THE WEBBING CAME FROM!
BUT WE HAVE TO FIND OUT--WHAT HAPPENED TO IRON MAN?
STAN LEE LARRY LIEBER 7-1

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COMIC SHOP NEWSARAMA

Produced by *Comic Shop News* in cooperation with *newsarama.com*

PC Goes DC

Acclaimed writer *Paul Cornell* has confirmed that his comics work will appear solely from DC for the next two years. "I'm delighted to have signed exclusively to DC Comics. The work *Pete [Woods], Matt [Idelson], Wil [Moss],* and I are doing as a team on ***Action Comics*** has been tremendously satisfying, and I'm enjoying my other creative partnerships here just as much. I feel thoroughly cosseted! And hey, Lex Luthor! Who wouldn't be psyched to get to play with name recognition like that?"

No word yet as to what those "creative partnerships" might be, but Cornell *did* mention that in upcoming issues of ***Action,*** Luthor would face some unique challenges. "As Lex proceeds on his quest, we'll see more of what drives him, what's inside this man," Cornell said. "We'll also see how he deals with encounters with the greatest villains of the DC Universe, characters from outside his genre and his comfort zone, as he discovers the path to ultimate power leads him to several surprising places on Earth and beyond.

"To name just a few of the villains we've got lined up… in the forbidding terrain of Antarctica, Lex will face off against Deathstroke. He'll match brains and brawn with Vandal Savage, leading to a crossover with Secret Six. He'll find himself the target of Larfleeze, the Orange Lantern, himself still lusting for power. And he'll match his own savagery against that of Gorilla Grodd. That battle leads to an encounter with a really unexpected character. And we've held back a few of the most interesting and surprising names he'll be going up against.

"All of this leads to issue #900. Which will be a responsibility, and a milestone, and a beast of a book. So no pressure. It brings Lex's quest to an end, and solves several mysteries introduced along the way. I think it's a great story, and I'm proud to be working with a great team to bring it to life."

Action #890, Cornell's first issue as writer, should be in comic shops right now.

Back to Press

- ***Birds of Prey #1 2nd Printing*** (MAY108042), featuring a recolored version of the cover art by *Ed Benes,* in stores 7/14.
- ***Hack/Slash: My First Maniac #1 2nd Printing*** (MAY108016), in stores 7/14.
- ***Millar & McNiven's Nemesis #2 2nd Printing*** (MAY108021), in stores 7/14.
- ***Millar & McNiven's Nemesis #1 3rd Printing*** (MAY108023), in stores 7/14.
- ***S.H.I.E.L.D. #2 2nd Printing*** (MAY108022), in stores 7/21.

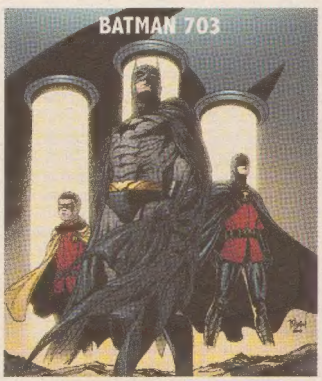
CSNsider

- Bat-fans, time for a little patience: DC has announced delays on ***Batman & Robin #14*** (which is pushed back a full month to 8/11), ***Batman and Robin #15*** (which is pushed back three weeks to 9/15), ***Batman and Robin #16*** (pushed back to 9/29), and ***Batman: The Return of Bruce Wayne #6*** (pushed back to 9/22). Believe us, *Grant Morrison* is worth the wait!
- Marvel has added a previously unannounced 1-for-20 ***New Mutants #15 Adams Variant,*** slated for 7/21 release.

Coming Comics—DC in September

Lex Luthor is a pro at breaking man's laws, but when he leads a raid on one of Gorilla Grodd's bases, he learns that simian justice can be a *lot* less tolerant. And that story by *Paul Cornell & Pete Woods* is only one of two tales in ***Action Comics #893,*** as Jimmy Olsen makes his co-feature debut in a tale by *Nick Spencer & R.B. Silva.*

Those closest to The Dark Knight look back on the legacy he has created in *Peter Milligan & Tony Daniel's* ***Batman #703.*** Featuring appearances by Alfred, Dick Grayson, Tim Drake, Damian Wayne, Selina Kyle and more, this issue is also offered with a 75th Anniversary Variant cover by *Kevin Nowlan.*

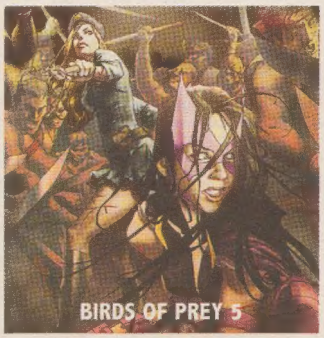


The climactic showdown between Batman and the Black Glove finally arrives in ***Batman and Robin #16*** by *Grant Morrison & Cameron Stewart,* a tale that finally connects with ***The Return of Bruce Wayne.*** It's payback time for The Dark Knight as Batman and Robin face the ultimate evil. Will Damian betray his father's legacy? Will Bruce Wayne return just in time to see Dick Grayson die? Plus, The Joker and Professor Pyg! This is only the beginning of a startling new status quo for the Batman…

In the third issue of *Neal Adams'* ***Batman: Odyssey,*** Bruce Wayne and Alfred strategize the next steps on The Dark Knight's odyssey… but appearances by both The Riddler and Talia al Ghul might spoil their plans!

Grant Morrison & Lee Garbett deliver the final chapter of the time-spanning epic in ***Batman: The Return of Bruce Wayne #6.*** With Bruce Wayne just steps away from returning to present day Gotham City, the timestream might have a few more surprises in store for The Dark Knight! This issue paves the way for the shocking future era of Batman!

Batman and Superman confront the undead in ***Batman Confidential #48*** by *Kevin VanHook & Tom Mandrake.* The Dark Knight and The Man of Steel join forces with a vampire and a werewolf to stop the nefarious Professor Combs from unleashing a vile Voodoo spell upon the world.



Gail Simone is joined by guest artist *Alvin Lee* for ***Birds of Prey #5*** as two Birds track down a missing team member in Thailand... where someone is hunting them to make sure they never return!

Blue Beetle is in trouble, and Booster Gold must decide whether to save his best friend in the past or continue his crusade against Maxwell Lord's growing power in the present. Can one man out of time do both? Find out in *Keith Giffen, J.M. DeMatteis, & Pat Olliffe's* ***Booster Gold #36.***

In ***Brightest Day #s 9 & 10*** (by *Geoff Johns, Peter Tomasi, Ivan Reis,* and others), the resurrected have discovered their purpose for being back, but where will the knowledge lead them? Who is the new Aqualad? And what strange event is taking place around the White Power Battery in New Mexico?

Caanan Grall's ***Celadore*** online webcomic makes its print debut with the release of ***Celadore Volume 1 TP.*** Christian, an evil, corporate vampire, has lit the day candle, which allows vampires to walk in the sun. Vampire hunter Celadore now must destroy the candle—but her soul has been bounced into the comatose body of Evelyn Massey, an 11-year-old girl. Plagued by Evelyn's ghost, Celadore is joined by Sam, an overeager next door neighbor, and her old posse: Jams, a Frankenstein-like creature; Wax, Celadore's ex-boyfriend; and Ness, Celadore's business partner, tooth fairy and masseuse.

WHY SO GLUM, TIGER? YOU SAVED US WITH YOUR WEBBING!
BUT I COULDN'T STOP IRON MAN!
STAN LEE LARRY LIEBER 7-2
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Red Skies hang over the entire DC Universe as each and every hero on Earth gathers for what will be the first in a series of universe-spanning Crises in *Len Wein's* ***DC Universe: Legacies #5***, featuring art by *George Perez & Scott Koblish*. Meanwhile, *Walter Simonson* helps us shift the focus from Earth to the heroes of outer space—and beyond!

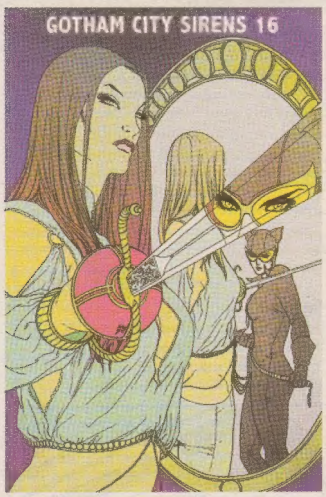
Ivan Brandon & Nic Klein do the honors on ***Doc Savage #6***, which finds Doc and his crew somewhere they've never been — on the wrong side of the law!

The Chief has been experimenting on a captured Kryptonian in his spare time, and he just figured out the method by which Kryptonian cells process yellow sun radiation. The next step: using that method on himself! Find out how it works out in ***Doom Patrol #14*** by *Keith Giffen, Matthew Clark, & Ron Randall*.

Doc Savage and The Spirit have followed the Blackhawks to Hidalgo in *Brian Azzarello & Rags Morales'* ***First Wave #4***, but the Red Hand stands between them and the murderous Anton Colossi – who's busy breaking bread with his dear friend Bruce Wayne!

With Barry caught between the Rogues and the Renegades, the resurrected Captain Boomerang's role in the adventure is revealed in *Geoff Johns & Francis Manapul's* ***Flash #6***! And this all leads into the upcoming ***Flashpoint***…

Uncle Sam and the Freedom Fighters return in an all-new ***Freedom Fights*** ongoing series by *Justin Gray, Jimmy Palmiotti, Travis Moore, & Trevor Scott*. The series kicks off with the revelation of a national mystery as the government learns of the existence of a Confederate super weapon intended to ensure the South won the Civil War. Who built it and why wasn't it used? Find out when Uncle Sam leads the team on a quest through the hidden history of the United States!



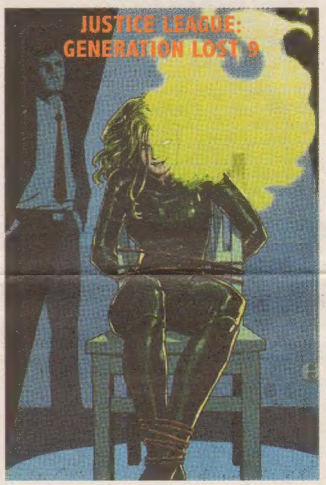
Zatanna and Talia al Ghul guest star in *Tony Bedard & Andres Guinaldo's* ***Gotham City Sirens #16*** as secrets involving the "Return of Bruce Wayne" affect all three Sirens

The Martian Manhunter makes a guest appearance in ***Green Arrow #4*** by *J.T. Krul, Diogenes Neves, & Vicente Cifuentes*. His White Lantern vision has led him to the Emerald Archer's mystical forest. Is he there to save it... or destroy it?

In *Geoff Johns, Doug Mahnke, & Christian Alamy's* ***Green Lantern #59***, Adara, the Hope Entity, finds a host in a young girl who may be destined to be a great savior. Can this young student hope to contain such a powerful force – and what will drive Hal Jordan on a spiritual journey unlike any he's ever taken? Plus, the Spectre sets his sights on the Rage Entity!

The Cyborg Superman faces off against Ganthet in ***Green Lantern Corps #52*** by *Tony Bedard, Ardian Syaf, & Vicente Cifuentes*. Meanwhile, the Weaponers of Qward attempt to tap into the White Energy from the construct left behind by Deadman's battle with the Anti-Monitor.

Guy Gardner continues his secret mission for Atrocitus in ***Green Lantern: Emerald Warriors #2*** by *Peter Tomasi, Fernando Pasarin, & Cam Smith*. Just as he discovers the Red Lantern energy still has him in its grip, Guy must deal with Red Lantern Bleez as a new teammate, which only leads to dangerous agitation. Can Kilowog, Arisia and the others save Guy – or will they turn on him when they learn the secret of his sinister mission?



Hot on the trail of Max Lord, the former members of the Justice League International pick themselves up after their disastrous battle at Checkmate headquarters. But can they locate Max while The Dark Knight himself is hot on their trail? Find out in ***Justice League: Generation Lost #s 9 & 10*** by *Judd Winick, Keith Giffen*, and others.

Jade steps into the spotlight in *James Robinson's* ***Justice League of America #49***, guest-illustrated by *Pow Rodrix*. In the aftermath of the JLA/JSA crossover, she and

JUSTICE LEAGUE OF AMERICA 49

Donna Troy head to the San Francisco Bay area to make themselves a new home but are confronted with old and new threats—including the New Teen Titans!

Obsidian at long last reunites with his father Alan Scott in ***Justice Society of America #43***, guest-written by *James Robinson*. After the intense madness of the recent JLA/JSA crossover. Both must come to terms with what their family has just been through.

"Kingdom Coming" concludes in *Scott Kolins'* ***Justice Society of America Special #1*** as Magog, the Justice Society of America, and the JSA All-Stars are forced back together when all signs point to the events of ***Kingdom Come*** coming to pass! But Magog refuses to rejoin either team and finds himself fighting for his life *against* the JSA!

The final fate of Saturn Girl and Lightning Lad's twin children is revealed in ***Legion of Super-Heroes #5*** by *Paul Levitz, Yildiray Cinar, & Wayne Faucher*.

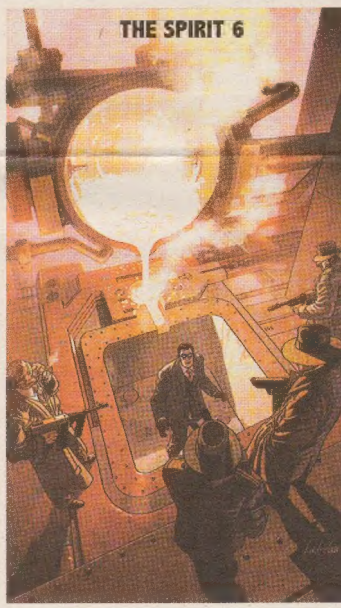
Twenty years after first beginning work on their long-awaited original Teen Titans graphic novel, *Marv Wolfman & George Perez* have completed the project, and this fall readers can look forward to ***New Teen Titans: Games***, a 144-page hardcover original. Harking back to the era when ***New Teen Titans*** was the best-selling monthly comic series, this lost tale from legendary creators features a mysterious villain playing a deadly game with New York City as the game board–and the Teen Titans as the pieces! Like something out of a time capsule, this never-before-seen epic is the New Teen Titans story from their original creators that has never been told... until now! (Early solicited for November release)

DC revisits some of its classic war titles with a series of September oneshots. The offerings include ***Our Army at War #1*** by *Mike Marts & Victor Ibanez*, featuring a new tale of Sgt. Rock and Easy company; ***Weird War Tales #1*** by *Darwyn Cooke, Ivan Brandon, Jan Strnad, Nic Klein, & Gabriel Hardman*, featuring soldiers, dinosaurs, zombies, and more; ***Our Fighting Forces #1*** by *B. Clay Moore, Chad Hardin & Wayne Faucher*, starring Captain Storm, Johnny Cloud, and Gunner & Sarge; ***G.I. Combat #1*** by *Matt Sturges & Phil Winslade*, starring Jeb Stuart and the crew of the Haunted Tank; and ***Star-Spangled War Stories #12*** by *William Tucci, Justiniano, Tom Derenick, & Andrew Mangum*, featuring Mademoiselle Marie.

Lobo returns to his old teammates for the conclusion of "The Sons of Brainiac" arc in ***R.E.B.E.L.S. #20***. But can even the baddest bastich in the universe beat the brains and brawn of Brainiac?

DC relaunches one of their most popular animated franchises with the debut of ***Scooby-Doo, Where Are You #1***. Scooby and the Gang see a giant creature swimming on a lake in Vancouver, leading them to the Legend of Ogopogo, a lake serpent from Native American mythology.

100 Bullets creators *Brian Azzarello & Eduardo Risso* reunite to present the "Spirit Black and White" co-feature in ***The Spirit #6***.



SOMEHOW, THE AIRLINER MANAGED TO LAND SAFELY.
WHO CARES ABOUT THE PLANE? I MANAGED TO GAIN CONTROL OF--IRON MAN--
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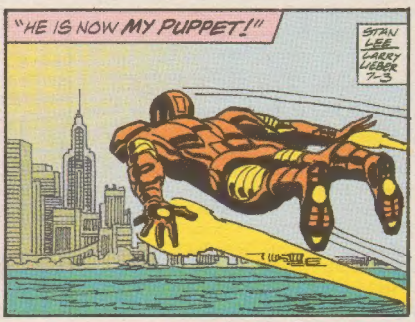

J. Michael Straczynski's landmark "Grounded" story continues in ***Superman #703,*** featuring art by *Eddy Barrows & J.P. Mayer*. As word spreads throughout the country that Superman has embarked on a mysterious, unprecedented journey, some go out to meet The Man of Steel, while others plan to stop him at all costs…

In *Cary Bates & Renato Arlem's* ***Superman: The Last Family of Krypton #2,*** the El family adapts to their new home on Earth with varying degrees of success. Young Kal-El's become a reporter at the great Metropolitan newspaper The Daily Planet, while Jor-El clearly favors the company of the boy-genius Lex Luthor. Meanwhile, Lara's charity work covers many bases, including a fateful meeting with the wealthy family that runs the Wayne Foundation. It seems the two new El family members, Bru-El and Valora, are the only ones struggling to fit in, even though they're the first Els born on Earth…

Bizarro Supergirl drags the Girl of Steel to Bizarro World in ***Supergirl #56*** by *Sterling Gates, Jamal Igle, & Jon Sibal.*

In the shadow of the "Return of Bruce Wayne," The Man of Steel remembers the fall of The Dark Knight as Dick Grayson takes the mantle of the Bat. But the new Batman is surprised to learn that his first obstacle is Superman! Witness the historic confrontation in ***Superman/Batman #76*** by *Judd Winick & Marco Rudy.*

The Time Masters have been coming up short in their search for Batman throughout the time stream, so Rip Hunter reluctantly turns to some experts on the subject: the Linear Men! Witness their return in ***Time Masters: Vanishing Point #3*** by *Dan Jurgens & Norm Rapmund.*

Deathstroke and Arsenal find they have something in common when they team up to halt a child slavery ring in ***Titans #27.*** They need to get past a foursome of super-powered foes protecting the ring first. But Osiris, the team's reluctant powerhouse, is already out of the fight entirely, making that task a little more difficult...

Diana discovers that the men out to kill her and the other surviving Amazons are only the tip of the iceberg... but can even Wonder Woman survive her battle with the horrific creatures called the Keres? Find out in ***Wonder Woman #603*** by *J. Michael Straczynski, Don Kramer, & Michael Babinski.*

DC collected editions (advance solicited for October and November release) include:

- ***Batman & Robin: Batman Vs. Robin Deluxe Edition HC,*** collecting ***Batman & Robin #s 7-12.***
- ***Batman: Unseen TP,*** collecting the five-issue miniseries by *Doug Moench & Kelley Jones.*
- ***The Boy Commandos by Joe Simon & Jack Kirby HC,*** collecting stories from ***Detective #s 64-73, World's Finest #s 8 & 9,*** and ***Boy Commandos #s 1 & 2.***
- ***Cartoon Network 2-in-2: Ben10: Alien Force/ The Secret Saturdays Tp,*** collecting stories from ***Cartoon Network Action Pack #s 26-42.***
- ***Final Crisis: Legion of Three Worlds TP,*** collecting the five-parter by *Geoff Johns, George Perez, & Scott Koblish.*
- ***Gotham City Sirens: Songs of the Sirens HC,*** collecting ***Gotham City Sirens #s 8-14.***
- ***The Green Lantern Chronicles Volume 3 TP,*** collecting ***Green Lantern #s 10-14*** and ***The Flash #131.***
- ***JLA Deluxe Edition Book 4 HC,*** collecting

JLA #s 34 & 36-41, plus ***JLA Classified #s 1-3,*** as well as the ***JLA: Earth II*** graphic novel featuring art by *Frank Quitely.*

- ***Jonah Hex: Counting Corpses TP,*** collecting ***Jonah Hex #s 43 & 50-54.***
- ***JSA All-Stars: Constellations TP,*** collecting ***JSA All-Stars #s 1-6.***
- ***Justice League of America: When Worlds Collide TP,*** collecting ***Justice League of America #s 27, 28, & 30-34.***
- ***Legion of Super-Heroes: The Great Darkness Saga Deluxe Edition HC,*** collecting ***Legion of Super-Heroes #s 284-296 & Annual #1.***
- ***Power Girl: Aliens & Apes TP,*** collecting ***Power Girl #s 7-12.***
- ***Secret Six: Danse Macabre TP,*** collecting ***Secret Six #s 15-18*** and ***Suicide Squad #67.***
- ***Showcase Presents Superman Volume 1 (New Printing),*** collecting Superman tales from ***Superman #s 122-133 & Action #s 241-257.***
- ***Superman: Last Stand of New Krypton Volume 1 HC,*** collecting ***Superman: Last Stand of New Krypton #s 1 & 2, Adventure Comics #s 8 & 9, Superman #698,*** and ***Supergirl #51.***
- ***Wonder Woman: Contagion TP,*** collecting ***Wonder Woman #s 40-44.***

Coming Comics— WildStorm/DC in September

The best-selling Sony franchise finally becomes a comic with the launch of ***Ratchet & Clank #1*** by *T.J. Fixman & Adam Archer.* With Dr. Nefarious defeated and the universe safe, galactic heroes Ratchet and Clank return to the Solana galaxy for some well-earned rest and relaxation. But when entire planets begin disappearing from the universe without a trace, Galactic President Qwark calls them back into action to solve the mystery.

Trion Worlds highly anticipated MMORPG jumps to comics with the launch of the four-part ***Telara Chronicles*** by *Rick Sanchez & Pop Mhan.* ***Telara Chronicles*** is the story of a world being devastated by magical tears in the veil keeping it safe from the outer planes. These rifts come without warning, unleashing fantastic and terrifying invasions on a people already engaged in civil war. Telara's champions have been forced to choose: join the Guardians and fight to restore the faith of a world that once was—or become a Defiant and embrace long-dead technologies to usher in a new age.

A TROUBLED PETER AND MJ HAVE RETURNED TO NEW YORK...
WONDER WHERE IRON MAN WENT AFTER HE SLICED HIS WAY OUT OF OUR PLANE?
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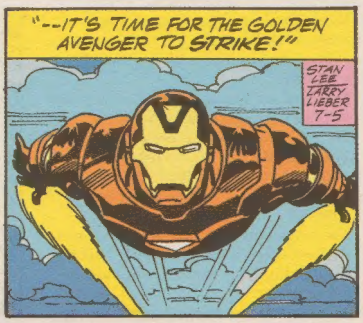


Wetworks is back in action, roaming the post-apocalyptic American landscape, in ***Wetworks: Mutations,*** a oneshot by *Kevin Grevioux, Christopher Long, & Julius Gopez.* With their symbiotes no longer reliably functioning, the team finds themselves running up against Lord Defile, intent upon remaking the ruined Earth in his own vision, which includes experimenting on human prisoners to create a hybrid species.

WildStorm collected editions (advance solicited for October and November release) include:

- ***Ex Machina Deluxe Edition Book Four HC,*** collecting ***Ex Machina #s 30-40.***
- ***North 40 TP,*** collecting the six-issue miniseries by *Aaron Williams & Fiona Staples.*
- ***Victorian Undead TP,*** collecting the six-part Sherlock-Holmes-versus-zombies series by *Ian Edginton & Davide Fabbri.*

HOW TO UNDERSTAND ISRAEL IN 60 DAYS OR LESS

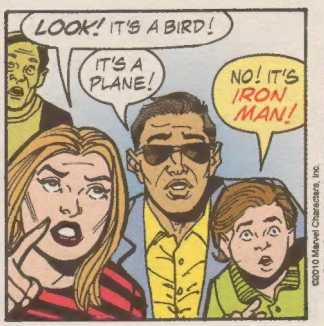
Coming Comics— Vertigo/DC in September

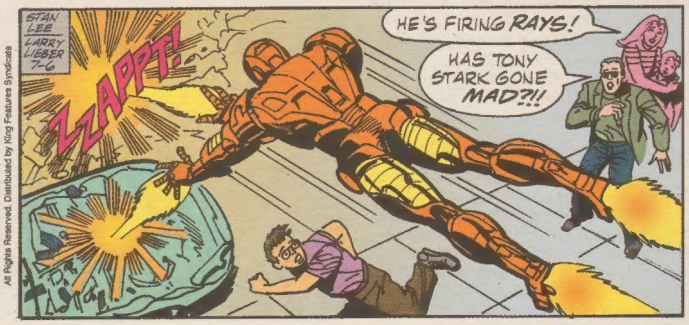
In ***How to Understand Israel in 60 Days or Less HC,*** Sarah Glidden presents a charming and funny travel memoir of her trip through Tel Aviv, Jerusalem, the Golan Heights, Masada and other historic locales, brought to life with lush watercolors in all of their quirky and breathtaking detail. At the same time, ***Israel*** is a sensitive, deeply thoughtful and personal examination of a highly charged issue, an account of a journey Sarah never expected to take. As she struggles to "understand Israel," Sarah is forced to question first her beliefs, then ultimately her own identity.

Vertigo deluxe editions (advance solicited for October and November release) include:

- ***Fables Deluxe Edition Book Two HC,*** collecting ***Fables #s 11-18.***
- ***Hellblazer: India TP,*** collecting ***Hellblazer #s 261-266.***
- ***Northlanders Volume 4: The Plague Widow TP,*** collecting ***Northlanders #s 21-28.***
- ***The Sandman Volume 1: Preludes & Nocturnes TP New Edition,*** reprinting ***Sandman #s 1-8*** with improved production values and coloring from the ***Absolute Edition.***
- ***The Sandman Volume 2: The Doll's House TP New Edition,*** with improved production values and coloring from the ***Absolute Edition.***
- ***The Sandman Volume 3: Dream Country***

WETWORKS: MUTATIONS





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TP New Edition, with improved production values and coloring from the *Absolute Edition.*

Coming in February 2011 from DC Direct

Crouched on one of Gotham City's rooftops, the Dynamic Duo are ready to catapult themselves into the center of the seething criminal element in the ***All-Star Batman and Robin Mini-Statue,*** designed by *Jim Lee* and sculpted by *Jack Mathews.*

The All-Star Superman Action Figure Collector Set includes the previously-released ***Superman*** and a new figure, ***Bizarro,*** along with a 160-page reprint of the ***All-Star Superman Volume One TP.***

The anime-inspired ***Ami-Comi Heroine Series*** continues in February with two offerings: ***Jesse Quick as the Flash PVC Figure*** and ***Duela Dent as the Joker PVC Figure.***

Batman: Arkham Asylum Series 2 offers a quartet of figures based on ***Arkham Asylum*** game designs: ***Poison Ivy, Zsasz, Batman (Armored),*** and ***Bane.***

Each month in 2011, DC Direct is releasing a bust featuring a member of the cast of ***Blackest Night.*** February brings the release of the ***Heroes of the DC Universe Blackest Night: Black Hand Bust,*** sculpted by *Jean St. Jean* from designs by *Ivan Reis.* The sculpture features Black Hand atop a special base that displays the spectrum of Lantern symbols.

The latest addition to the *Amanda Conner*-designed ***Women of the DC Universe Series 3 Busts*** is the evergreen ***Poison Ivy,*** depicting the gal of the green springing from the foliage, a lily blossom in her hand.

Coming Comics—IDW in September

Award-winning editor *Joe Pruett* takes an admiring look at the career of one of the most popular comic artists of the past four decades in ***The Art of Jim Starlin.*** If you've ever seen Pruett's earlier art volumes, you know this is a lovely book from beginning to end, offering oodles of rarely-seen and never-seen artwork along with insightful commentary.

Ray Crisara, a tough cop who has survived a terrible car accident, discovers his wife is dead and his daughter in critical condition. Believing this was a planned hit by the city's drug lord, Ray's brain injury leaves him five days before he dies to track the killer or be there for his little girl. See what he chooses in ***Five Ways to Die,*** a five-part series by *Andy Schmidt & Chee.*

A young man is betrayed, and finds himself in a desperate battle of man versus beast. Is the love of a maiden enough to keep him alive? Find out in ***Kodiak,*** a oneshot co-written by *Joe Hill & Jason Ciaramella* with art by *Nat Jones.*

Robert Rodriguez's upcoming Grindhouse film comes to comics with the release of ***Machete #0,*** which is written by Rodriguez himself and will lead into an all-new series this winter.

Christopher Pike gets his time in the spotlight in ***Star Trek: Captain's Log—Pike,*** a oneshot by *Stuart Moore & J.K. Woodward.*

What was it that caused one of the Decepticon's most ruthless soldiers to turn his back on them? Find out in ***Transformers; Drift #1,*** which explores the origin of the newest Autobot.

The secret history of the Transformers is finally revealed, through the multi-generational saga of a clandestine spy group, in ***Transformers: Sector 7 #1,*** the kickoff issue of a five-part series that ties directly into the ***Transformers*** movies.

IDW collected volumes include:

- ***Angel: Barbary Coast TP,*** collecting the three-part series.
- ***Archie: The Best of Stan Goldberg HC,*** featuring 152 pages of material handpick by Goldberg aficionados and supplemented by unseen material from Goldberg's own collection.
- ***Army of Two Volume 1 TP,*** collecting the first half of *Peter Milligan & Dexter Soy's* videogame inspired drug-war drama.
- ***Blondie Volume 1 HC,*** an oversized volume collecting the early strips by *Chic Young* for the first time ever, beginning with the earliest Blondie strips from October 1930.
- ***Bram Stoker's Death Ship TP,*** collecting the saga of the Demeter's last voyage.
- ***G.I. Joe: Operation Hiss TP,*** collecting the six-part miniseries.
- ***Graphic NYC Presents Dean Haspiel—The Early Years TP,*** spotlighting the early work of the acclaimed indy creator.
- ***Li'l Abner Volume 2 HC,*** collecting *Al Capp* strips from 1937 and 1938.
- ***Popeye: The Best comic Book Stories of Bud Sagendorf HC,*** a 176-page volume collecting 1940s and 1950s classics.
- ***Transformers IDW Collection Volume 2 HC,*** collecting ***Stormbringer #s 1-4*** and ***Spotlights: SixShot, Ultra Magnus, Up,*** and ***Escalation #s 1-6.***

Coming Comics—Image in September

Young Frankie is starting to believe his father's claim that "boys live in castles and monsters live in cities." So on October 31st, he heads into nearby Transylvania, PA, to test that theory for himself in ***Frankie Stein,*** an all-ages tale by *Steven T. Seagle & Marco Cinello.*

Editors *Sonny Liew & Lim Cheng Tju* present another heaping helping of diverse tales from Southeast Asia's top talents in ***Liquid City Volume 2.***

Top Cow launches another ***Pilot Season*** with the release of ***Pilot Season: Forever #1*** by *Brad Ingelsby & Thomas Nachlik,* about an ambitious doctor who discovers that immortality comes at an unthinkable price; and ***39 Minutes #1*** by *William Harms & Jerry Lando,* which focuses on a bank robber who's willing to kill everyone in town if it will help his getaway.

Jim Zubkavich, Christ Stevens, Edwin Huang, & Misty Coates present the fantasy action-comedy adventures of two mercenaries in an assassination plot that pits them against werewolves, skeletons, black magic, and more in ***Skullkickers #1.***

Image collected volumes include:

- ***G-Man Volume 1: Learning to Fly TP,*** collecting the ***G-Man*** oneshot, comic strips, and more.
- ***The Mice Templar Volume 2.2: Destiny Part 2 TP,*** collecting ***Mice Templar: Destiny #s 6-9.***
- ***The Perhapanauts Volume 0: Dark Days TP,*** collecting rarely seen tales from the hard to find ***First Blood*** and ***Second Chances*** miniseries.
- ***Pilot Season 2009 TP,*** collecting five oneshots written by *Robert Kirkman.*
- ***Science Dog Special,*** a oneshot featuring the backup stories from ***Invincible #s 25 & 50.***
- ***Shuddertown HC,*** collecting the miniseries by *Nick Spencer & Adam Geen.*
- ***Spawn Origins Volume 7 TP,*** collecting ***Spawn #s 39-44.***

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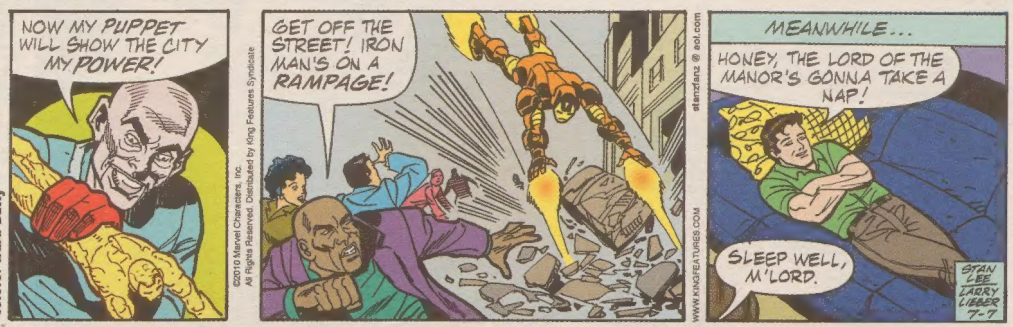
NOW MY PUPPET WILL SHOW THE CITY MY POWER!
GET OFF THE STREET! IRON MAN'S ON A RAMPAGE!
MEANWHILE...
HONEY, THE LORD OF THE MANOR'S GONNA TAKE A NAP!
SLEEP WELL, M'LORD.
STAN LEE JERRY LAWLER 7-7
Colors: Ward Batty
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